

Topics of interest include, but are not limited to, the following

Social networks

Next generation of internet + modeling and analysis

Traffic models and statistics

Metacomputing

Electronic commerce and internet

Resource management and location

Design and analysis of internet protocols and engineering

Web based computing

Web mining

Network architectures and network computing

Network operating systems

Quality of service

Wide area consistency

Internet and emerging technologies

Internet security and trust

Internet law and compliance

Internet and scalability issues

Internet delivery and applications

Internet telephony

Internet based decision support systems

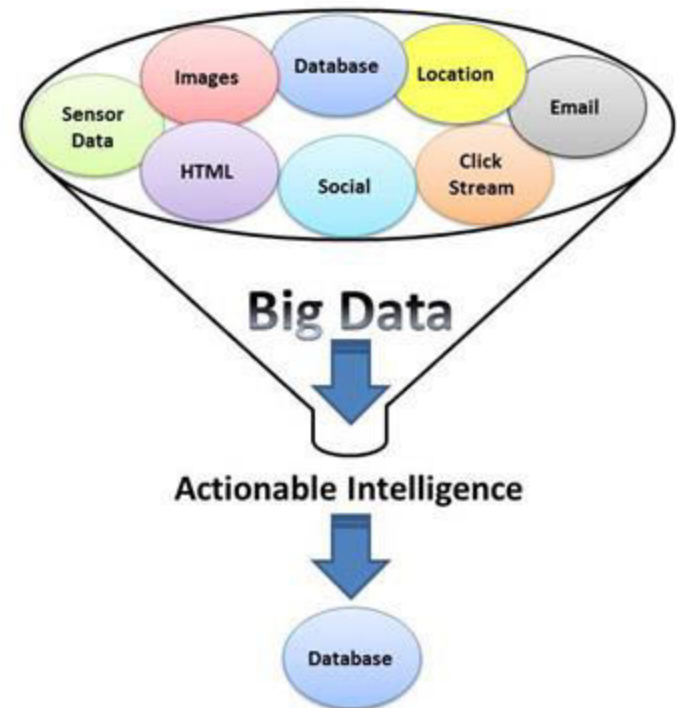
Internet and enterprise management

Internet applications and appliances

Internet banking systems

Internet and video technologies

Internetworking



Denial of service issues

Caching algorithms for the internet

Grid based computing and internet tools

Cooperative applications

Tele-medical and other applications

Mobile computing and the internet

Agents for internet computing

The WWW and intranets

Digital libraries/digital image collections

Languages for distributed programming

Web interfaces to databases

User-interface/multimedia/video/audio/user interaction

The internet and Cloud computing

Markup Languages/HTML/XML/VRML/...

Java applications on internet

Alternative web lifestyles, role-playing, chat, ...

Server space/web server performance

Web monitoring

Web documents management

Web site design and coordination

Other aspects and applications relating to internet-based computing



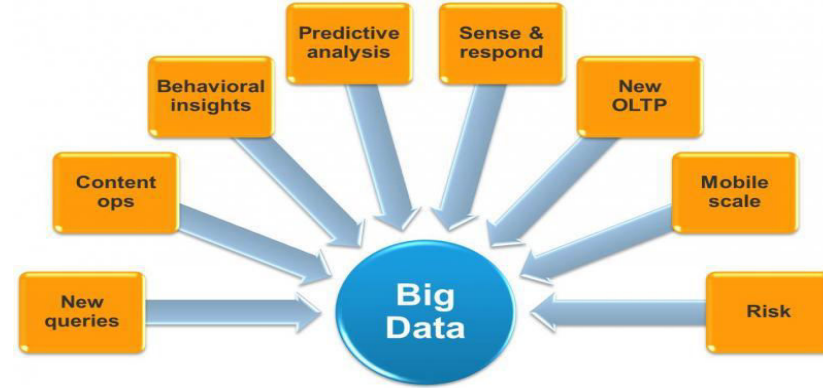
• **Computer Games Design and Development:**

- - Managing gaming communities
- - Augmented reality games
- - Game architectures
- - Special-purpose hardware for games
- - Computer games and education
- - Mobile and ubiquitous games
- - Games and the web
- - Making quality game textures
- - Threading technologies for games
- - Assessment of new generation of computer games
- - The impact of art and culture in game design
- - Game theory as it relates to internet
- - Artificial intelligence and computer games
- - Tools for game development on the internet
- - Grid computing and games
- - Massively multiplayer games and issues
- - Social impact of computer games
- - Wavelets technology for games
- - Compression methods for games
- - 3D hardware accelerators for games on the internet
- - Audio-video communication tools for network 3D games
- - Virtual actors
- - Virtual world creation
- - Background sound/music for games
- - Holographic displays and games
- - Computer graphics and virtual reality tools for games
- - Innovative products for game development
- - Interface technologies
- - Case studies



• **Big Data:**

- - Algorithms for enhancing data quality
- - Models and frameworks for Big Data
- - Graph algorithms and Big Data
- - Data and information fusion
- - Machine learning
- - Natural language processing
- - Multidimensional Big Data
- - Cloud based infrastructures (storage & computing resources)
- - Grid and stream computing for Big Data
- - HPC, including parallel & distributed processing
- - Programming models and environments to support Big Data
- - Big Data open platforms
- - Emerging architectural frameworks for Big Data
- - Data science
- - Web search and information mining
- - Cleaning Big Data (noise reduction), acquisition & integration
- - Visualization methods for search
- - Graph mining and other similar technologies
- - Big Data as a service
- - Big Data analytics in e-Government and society
- - Applications in science, engineering, healthcare, visualization, business, education, security, humanities, bioinformatics, health informatics, medicine, finance, law, transportation, retailing, telecommunication, all search-based applications, ...











ALmaty
Management
University

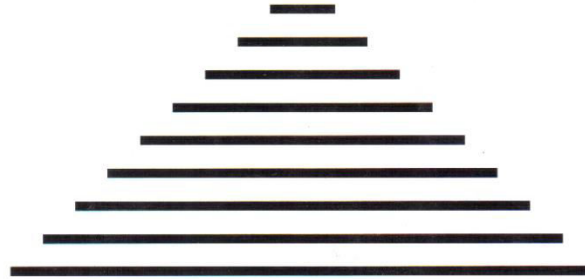
Mathematical model of service quality performance's computing of multiservice network.

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Conference Schedules

WORLDCOMP'14

THE 2014 WORLD CONGRESS IN COMPUTER SCIENCE,
COMPUTER ENGINEERING, AND APPLIED COMPUTING



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July 21-24, 2014

Monte Carlo Resort, Las Vegas, Nevada, USA

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PROCEEDINGS OF
THE 2014 INTERNATIONAL CONFERENCE ON
INTERNET COMPUTING AND BIG DATA

ICOMP 2014

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- 11:20 - 11:40am: Application-Agnostic Streaming Bayesian Inference via Apache Storm
Todd Wasson, Ana Paula De Oliveira Sales
Data Analytics and Decision Sciences, Lawrence Livermore National
Laboratory, Livermore, California, USA
- 11:40 - 12:00pm: Multicore Construction of k-d Trees for High Dimensional Point Data
Victor Lu, John C. Hart
University of Illinois at Urbana Champaign, Illinois, USA
- 12:00 - 12:20pm: ARIANA: Adaptive Robust and Integrative Analysis for Finding
Novel Associations
Vida Abedi, Mohammed Yeasin, Ramin Zand
Memphis University, Memphis, Tennessee, USA; Department of Neurology
University of Tennessee Health Science Center, Tennessee, USA
- 12:20 - 01:20pm: LUNCH (On Your Own)

**SESSION 5-ICOMP: COMMUNICATION SYSTEMS & TOPOLOGIES + APPLICATIONS & RELATED ISSUES
+ SOCIAL NETWORKS**
Chairs: TBA
July 22, 2014 (Tuesday); 01:20pm - 03:00pm
(LOCATION: Copper Room)

- 01:20 - 01:40pm: Construction and Verification of SNS Which Used the Japanese
Historical Government System
Hideaki Hashimoto, Takayuki Fujimoto
Graduate School of Engineering, Toyo University, Japan ✓
- 01:40 - 02:00pm: Efficient Assignment of Packet Cache Region for Traffic Reduction
of Multiple Redundant Contents ✓
Yuki Otaka, Akiko Narita
Graduate School of Science and Technology, Hirosaki University, Japan
- 02:00 - 02:20pm: SIP over IP VPN: Performance Analysis
Aria Asadi Eskandar, Mahbubur R. Syed
Minnesota State University, Mankato, Minnesota, USA
- 02:20 - 02:40pm: Modeling of Open Network Reliability Including the Internet Based
on the Theory of Percolation in Two-Dimensional and
Three-Dimensional Regular and Random Network Structures
Dmitry Zhukov, Sergey Lesko, Dmitry Lobanov
Moscow State University of Instrument Engineering and Computer Science,
Moscow, Russia; National University of Science and Technology
"MISIS", Moscow, Russia ?
- 02:40 - 03:00pm: Mathematical Model of Service Quality Performance's Computing of
Multiservice Network
Gulfarida Tulemissova
International Academy of Business, Almaty, Kazakhstan ✓

03:00 - 03:40pm: BREAK & POSTER/DISCUSSION SESSION B-ABDA-ICOMP-GCA
July 22, 2014 (Tuesday)
(LOCATION: Hallways of Ballrooms 1-5)

0. A Big-Data Analytical Application for China's Largest Social
Media Platform (Weibo)
Wenyu Dou, Man Chen
Professor of Marketing, College of Business, City University of
Hong Kong, Hong Kong; Zhongnan University of Economics and Law,
City University of Hong Kong, Hong Kong

Mathematical model of service quality performance's computing of multiservice network

Tulemisova Gulfarida, International academy of business, Almaty, Kazakhstan

Abstract *This article devoted to effectiveness of multiservice networks' functioning in order to provide the quality of these networks. Problem of the probability-time characteristics (PTC) of the network's calculation represents the designers of most interest. Solution of this problem gives you opportunity to: significantly improve network performance, prevent network failures during overload traffic information, to determine the optimal direction of bypass traffic; calculate the optimum quality of service parameters of integrated network. Development of technologies for network management is closely linked to the mathematical modeling of processes and network management elements. For ISDN simulation to determine its threshold or actually parameters of the network, with which it becomes necessary to achieve a particular effect on the control network elements. The article presents the mathematical model calculations PTC, a new method for the formation of nodal load subnet switching channels, a system of equations with respect to the probability of nodal load losses communication channels, obtained a new method for calculating call blocking probabilities between each pair of nodes, we have proved the dependence of these probabilities of blocking probabilities losses for all outgoing directions from the initial node, obtained by the method of calculating the flow channel.*

Keywords: multi-service networks (MSN), mathematical model of probabilistic-time characteristics, methods of hybrid and adaptive switching, adaptive routing, detours traffic, inter-zone connection graph.

1. Introduction

Today, the popularity of the Internet is so vast that the technical capabilities of the World Network do not have time to provide full growing with each passing day the flow of information. Therefore, the task of the qualitative approach to networking is reduced to the task of selecting the topological structure of the network, determining the optimal number of nodes and links of the network to the calculation of its capacity, finding the shortest-path load transfer calculation probability-time characteristics of the network, etc. In the process of analysis and synthesis of networks, the problem of calculating its probability-time characteristics for designers is of greatest interest as a solution to this problem, you can: significantly improve network performance, prevent network failures during overload traffic information, to determine the optimal direction of

bypass traffic; calculate the optimal parameters integrated network quality of service.

In multiservice networks delivery of video and voice must be carried out in real time with the need to prioritize in the case of transport network congestion. However, the network industry never focused on real-time network, data delivered in accordance with the capabilities of the network in a specific period of time [1]. An important function of the ISDN is the establishment of bandwidth on demand. Radical extension of bandwidth local area network problems can be solved with QoS, but from an economic point of view in the regional network is not feasible. Therefore, the regional communications network designed to meet the optimization of resource usage for a particular type of traffic. When designing and building a network is widely used technology, which regulates the distribution of costs of various services, provided by the network to transmit information. In such networks in the first place there is the concept of quality of service networks[2].

2. Qualitative problems of multi-service networks.

Quality of Service technology provides the platform necessary for advanced applications, having much more stringent requirements for the width of the provided bandwidth and delay the passage of information in the network. Newer technologies providing quality service depended primarily on various implementations queuing algorithms, which include algorithms "first in - first out" priority queue, fair queue, etc. These algorithms are used by routers and other network devices. But it was impossible to control the continuous flow of traffic. The technology is able to provide the quality of service traffic distribution by category to allow the passage of higher-priority traffic on the network with software settings and regardless of competition from other traffic. Determining when the use of technology is the quality of service is to provide protection for the most priority traffic from various "attacks" by the lower priority traffic, and not just "to use the media on a network".

3. The problem of finding probability-time characteristics of service quality ISDN

This article discusses finding the following statistical parameters:

- The ICOMP'14 proceedings will be published in printed conference books
- (ISBN) and will also be made available online. The printed proceedings/
- books will be available for distribution on site at the conference. The
- proceedings will be indexed in science citation databases that track
- citation frequency/data for each published paper. Science citation
- databases include: Inspec / IET / The Institute for Engineering &
- Technology; The French National Center for Scientific Research, CNRS,
- INIST databases, PASCAL (accessible from INIST, Datastar, Dialog, EBSCO,
- OVID, Questel.Orbit, Qwam, & STN International); and others. The
- proceedings/books of ICOMP for prior years have been evaluated for
- inclusion into major science citation index databases. We are happy to
- report that the evaluation board of science citation index databases have
- approved the indexing, integrating, and inclusion of ICOMP proceedings
- into relevant indexing databases (indexing databases include, among
- others: Scopus, www.info.scopus.com; SCI Compendex, Engineering Village, www.ei.org; and others).

- In addition to the above, we have arranged two new book series (multiple books in each series); one with Elsevier publishers (Emerging Trends in Computer Science and Applied Computing) and another with Springer publishers (Transactions of Computational Science and Computational Intelligence).
- After the conference (the whole process takes 12 months), a significant number of authors of accepted papers of ICOMP, will be given the opportunity to submit the extended version of their papers for publication consideration in these books. We anticipate having between 10 to 20 books a year in each of these book series projects. Each book in each series will be subject to Elsevier and Springer science indexing products (which includes: Scopus, www.info.scopus.com; SCI Compindex, Engineering Village, www.ei.org; EMBASE, www.info.embase.com; and others). See below for recent examples of books/journals based on extended versions of accepted papers of the federated congress that ICOMP is part of:
- <http://www.springer.com/life+sciences/bioinformatics/book/978-1-4419-7045-9>
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- Steven Elliot
- Executive Editor
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Спасибо за внимание!